Abarna_day99

```c
#include <stdio.h>
#include <stdlib.h>

typedef struct {
    int L, R;
} Segment;

int compare(const void *a, const void *b) {
    Segment *s1 = (Segment *)a;
    Segment *s2 = (Segment *)b;
    return s1->L - s2->L;
}

int solveTestCase(int N, int M, Segment workers[]) {
    qsort(workers, M, sizeof(Segment), compare);

    int covered = 0, time = 0, i = 0;

    while (covered < N - 1) {
        int maxReach = covered;
        while (i < M && workers[i].L <= covered + 1) {
            if (workers[i].R > maxReach) {
                maxReach = workers[i].R;
            }
            i++;
        }

        if (maxReach <= covered) {
            return -1;
        }

        time++;
        covered = maxReach;
    }

    return time;
}

int main() {
    int T;
    scanf("%d", &T);

    while (T--) {
        int N, M;
        scanf("%d %d", &N, &M);
```

```c
        Segment workers[M];
        for (int i = 0; i < M; i++) {
            scanf("%d %d", &workers[i].L, &workers[i].R);
        }

        int result = solveTestCase(N, M, workers);
        printf("%d\n", result);
    }

    return 0;
}
```